DAVID Z WALZ

3D CHARACTER MODELER AND CG GENERALIST

CONTACT

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REEL:

https://vimeo.com/992477179?share=copy

password: davidReel

SKILLS

-3d Character and asset modeling

-Visdev/concept sculpting

-Translating 2d concepts to 3d

-CG layout
-CG groom
-lighting
-Zbrush
-Maya
-Houdini
-Unreal Engine
-Adobe Substance Painter

EDUCATION

Gnomon School of VFX

2017-2020

BFA in Digital Production/CG Generalist studies

PROFILE

Character modeler and CG Generalist with experience working across multiple industries, including film, TV, video games, advertising, and music videos. I've also worked in various styles (i.e. photorealistic VFX vs. heavily stylized, painterly non-PBR animation and everything between). I love being able to adapt to new roles in this way. While I have an affinity for character modeling, my generalist skillset includes lighting, texturing, look development, layout, and CG Groom among other things.

EXPERIENCE

CG Generalist - Warm & Fuzzy

Aug 2023 - present

In-house character and asset modeling, texturing, shading. Generalist tasks included lighting, animation, CG Layout, compositing, and the production of styleframes/concepts for project pitches.

CG Asset Generalist - Psyop

July 2022 - Feb 2023

In-house character modeling and texturing, shader look development, generalist asset wrangling. Visdev/concept sculpting for project pitches. Projects ranged from realtime to pre-rendered

CG Character Artist - Psyop

May 2022 - July 2022

Character modeling on several stylized cinematics

CG Character Artist - Freelance - Winterstellar Studios

April 2021 - Aug 2022

Character modeling for feature animation on several animated short films

CG Generalist - Ingenuity Studios

May 2021 - July 2022

Generalist modeling, texturing, shading, lighting, and CG groom for film, tv, and music videos. This includes characters, vehicles, and props. Other generalist tasks included preparing assets for realtime (Unreal Engine) and CG layout (Maya/Houdini)

CG Asset Artist - Freelance - Brain Zoo Studios

Feb 2021 - April 2021

Full modeling and texturing asset work on several stylized game projects, including a canceled Lord of the Rings game and Nickelodeon Allstars Brawl

VAD Character Artist - Halon Entertainment

Oct 2020 - Dec 2020

Realtime (Unreal Engine) characters, creatures, and props, for the virtual art department, working on virtual production for Disney's Pinocchio (2022)